

Unit Plan: Bootstrap CSS

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SEDC 73600: Curriculum Design For Computer Science


Lesson Plan – 04: Cards

Learning Target:	I will learn what Cards are and how to add them to a webpage.	
Standard Referenced	NYS CS Standard #: 9-12.CT.10	Standard: Collaboratively design and develop a program or computational artifact for a specific audience and create documentation outlining implementation features to inform collaborators and users.
Success Criteria:	I will <ul style="list-style-type: none">○ .Add a Card to a webpage○ .Add content to my Card	

Lesson Breakdown:

	Activity	Minutes	Time	Actual Time
1	Attendance, Agenda & LT's	3 min	9:00 - 9:03	
2	<input type="checkbox"/> Lesson on purpose/function of Cards <input type="checkbox"/> Model how to add Card tags from Bootstrap <input type="checkbox"/> Model how to add content to the Cards.	15 min	9:03 - 9:18	
3	Classwork: Students will add Card tags and content to a Repl template provided.	20 min	9:18 - 9:38	
4	Discussion/Wrap-Up: Review the success criteria	5 min	9:38 - 9:43	
5	Leave no Trace	2 min	9:43 - 9:45	

Resources:

- [Google Slides](#)
- <https://www.youtube.com/watch?v=MJRmBfY7WrU>
-  Bootstrap 5 Crash Course Tutorial #10 - Cards